Goddess MAETUPTIM

Sequence Of Light - emits surges of lightning without any power source in 2/3 outbursts. The first can occur 1.6m away from her standing point, and the second must occur 7.5m away from her, 2 seconds after the first. It cannot be emitted once, a biophoton nerve limitation. A space then suddenly becomes illuminated as if it altered in contrast within 1 second to a much brighter and/or visible tone, for any radius of 2m, according to Quantum Biology.

Restoration - gradually heals a living being to full recovery at a speedrate of 2 seconds if the wound is small/external, or 3/5 seconds if the damage is internal/extensive [Basic 1]. Fails to or revives a living being through acts of dilemma in a group of people containing her in 30 minutes to 24 hours; might require meditation [Advanced 1]. Restores an object gradually at rates similar to Basic 1 [Basic 2]. Restores large structures/environments at least at a radius of 5m maximum after unleashing any of her Goddess Of Passion dance ritual moves which might take 20/40 seconds or through her meditation of 25/50/60 seconds [Advanced 2].

Transmigration - causes the sudden appearance of random people and/or a limited range of domestic animals in the current space. People might range from 2 to 5 in number, and they can only be unknown random bystanders from a remote location, while the animal must be only 1.

Goddess MAETUPTIM

Heart Control - inserts her hand into the chest/torso of any human being or certain artificial/spiritual/alien beings. The insertion is fast or average in speed, transverses the epidermis, dermis and hypodermis causing no alterations on them, and so, once inside, resistance is finally offered by the internal areas of the organs surrounding the heart, a pseudo contact, not really corresponding to actual contact with internal structures, hence why bones or other materials similar are bypassed. While her hand suddenly becomes surrounded by stiffness inside, until a few centimeters past her wrist in her forearm, it becomes basically immobilized by the resistance, but she retains the capacity to open the hand, close it and/or move it 1mm to 1cm around inside; at this stage, she always has the palm revolving the target's heart without contact, if not evaded or blocked, the initial immersion of her hand plus a part of her forearm never fails to aim at the heart. From here the following possible outcomes exist: Ability to press the heart dramatically affecting breath [Dysphoria]. Ability to quiver the heart and displace it, to induce fainting [Dysphonia]. Ability to use all the inner resistance to drag the opponent for 40 seconds maximum; mobility is strangely responsive and cohesive to her dragging, but only by half the speed of the dragged [Mantle]. In very rare cases, she can pull the heart out leading to death. Because the heart is the only organ she actually touches, it can solely exit [Gorge].

Goddess MICTĒCACIHUĀTL

Mictlān - her default state, without entering goddess form. It is always present within as a technique. When it is executed it can nullify light, and resembles the process of a black hole absorbing light/matter in outer space. It is used among a select few and strangers as her codename. Ineffective towards sunlight or past 15m away.

Reversal - uses the default state's technique to disengage up to 1/15 weapons being fired or disengage a vehicle during or after ignition. It unfolds as a black discharge towards the front of the barrel of a weapon, there, it resembles a whirlpool-cloud of black tonality entering the weapon, then, if the weapon is to be fired, the muzzle flash also becomes black, the sound of the gunfire thick, depressed, as if low in pitch; bullets/projectiles later collapse 20/30cm away from the source; in the case of a vehicle, a black discharge-cloud again, resembling a cord, pursuits and enters the vehicle via gaps in the area where the engine/s is/are located, up to 15m away, afterwards, the vehicle stops operating, with a black quart erupting from exit points or the exhaust. In the first variant, the main action occurs inside the barrel chamber/cylinder, yet, by far, sound suppressors make the technique 30% fallible, while flash suppressors turn it 70% fallible.

Abysm - creates a rectangular vacuum space measuring 4/5m wide and 1.85m tall on a wall. It serves as a portal to the

Goddess MICTĒCACIHUĀTL

Underworld. It is naturally a trap, thus, nothing is visible on it. It appears to be a black shadow, but walking/running into it will transverse any entity to a collapse 5/7m under, generally to amounted ash or skeletons. No visual effects are observed during transition, the rectangle only disappears once the head crosses it, so a section of the Underworld is already present behind it as soon as such vacuum is projected and observed.

Attractor - a black liquiform version of the Abyss. Instead of remaining uniform on a wall, it now vibrates like water and suspends itself anywhere in the atmosphere. Upon contact with it, anyone/anything is entangled by a response of now a blanket alike state. It is impossible to break free from this material, unless the Goddess Of Death herself allows.

Death Clot - makes fog appear in the area to as far as 150m. Similar to normal fog, white in nature. It can be just as intense, to the point of blocking the view of everything 3/10m+ away; this intensity, of 15 minutes later, depends upon her will.

Queen Of The Underworld - she must be on or find a place at ground level at least as vast as the average soccer field, of clear terrain. She then invokes her throne, making it emerge from the ground, and sits. After 7 seconds an army of skeletons with swords/spears and shields appears. This first infantry of 100 units can be defeated, but if defeated,

Goddess MICTĒCACIHUĀTL

it will take 30 seconds for another infantry to emerge from the horizon, if the space is also open and clear beyond its own size, or from underneath the Earth, in case it is not like so. This new second coming is infinite in number, therefore it cannot be defeated. They are 100 again, but now, any unit defeated is immediately replaced 1 second after by another emerging. The only method to defeat them entirely and end the fight is escaping.

Goddess AMESEMI

Lunar - has luminescence emanating from her eyes; the iris also becomes incandescent with a bright grey tonality. This temporary trait projects a quarter to half of the potential of the smallest average lantern, however this dim light is much more extensive, illuminating everything ahead at ground level. There never is any light beam from her eyes, yet light feels just as obvious, natural. All only visible in dark or semi-dark places.

Natron - turns a wall and/or any structure equivalent to it to a superfluid element, all objects present on it also become ready for quantum phase transitions. The superfluid changes in shape creating absurd locations and/or forms for windows, doors, gaps, etc, as they can dislocate. Similar to the effects caused to sight by the consumption of certain drugs, where the environment fluctuates by distortions of its proportions, here, the effects on the environment are not an illusion.

Adobe - enacts an invisible barrier in thin air up to 10m wide and 3m tall. If crossed by anyone/anything, the following possible outcomes exist: Being accelerated to 2/4x the speed in ongoing motion [Exerted]. Being deaccelerated to only a quarter of the speed in ongoing motion [Reverted]. It is first essentially meant to be applied to someone/something in motion, by these means, it is applied many seconds or minutes before any of the two events. Other, impulsive possible events include: Being misdirected to another

Goddess AMESEMI

location nearby within a radius of 100m, possessing the typical characteristics of endangering survival, for example, a vehicle in motion sent to a deep dive into a lake nearby; somebody ambushing misdirected to a platform three floors above in danger now due to an eerie possibility of falling [Inverted]. Being deviated to another extremely remote location by her force previously creating the conditions for someone to collapse at least 6.8m under. The fall is the driving force making someone seemingly wake up from a dream on a resting place, on the floor or by preceding a sudden transference to another dimension of a completely natural environment for a never ending fall by 0.7 of a graviton in 190m+ above, where the ground is seen but never approached [Introverted].

Goddess Intel

Immortality Processing

GODDESS OF PASSION - has the characteristics of a mortal woman, and the only difference is the fact that she will eventually return in 1 to up to 7 years after being deceased, recurring endless times while retaining memory and growth.

GODDESS OF DEATH - pours/propels black dense ash out if injured, and then recovers in 5 minutes. She cannot be killed, because her bones do not break and the ash within her is infinite, fills all inner space and no other organ/tissues exist/s, she is a void. Her pain threshold is 2.5dol maximum.

GODDESS OF INSANITY - pours/propels greyish blood out if injured, and then recovers in 20 minutes, if she is not at all observed for at least 30 seconds in the case of 5mm-deep and/or superficial damage, and at least 1 minute and 20 seconds in the case of extensive or life threatening damage. The recovery capabilities can overcome lethal damage, so despite collapsing, she will rise again in due time with any missing limbs or a decapitated head perfectly recovered on her complete physique. She is never seen recovering and/or rising, but only reappearing immediately already recovered/standing. Her pain threshold is 4.9dol maximum.